

CBM 64

SEAL OF QUALITY

DEFENDERS OF THE EARTH™



"THE HEROES OF THE
PAST ARE HERE TO SAVE THE FUTURE"

ENIGMA
VARIATIONS

DEFENDERS OF THE EARTH™

DEFENDERS OF THE EARTH is based on the very popular T.V. series of the same name. The Defenders, four super heroes from the Golden Age of Comics are:

FLASH GORDON – The Team Leader.

MANDRAKE THE MAGICIAN – A master of illusion.

LOTHAR – The strongest man in the world.

THE PHANTOM – Has the strength of ten tigers at his command.

They are aided and abetted by their pet mascot **ZUFFY**.

A Team – Invincible, Ready, Able and Willing to Defend the Earth at all times.

The courage and skill of the Defenders is put to the ultimate test by the evil of their arch enemy **MING THE MERCILESS**. He knows that only the Defenders stand in the way of his plan to be Master of the World. To stop them he abducts their children and takes them to the dark dungeons of his Fortress. He issues a dire warning – Interfere and your children die.

A daring plan is conceived and put into action. Detection by the highly sophisticated intruder alarm would mean the instant death of the children and so Flash will enter the dark and dangerous fortress alone in the hope that he will be able to pass undetected through the intruder systems. Flash agrees to summon the other Defenders to his aid should he need it. Lothar and the Phantom will use their incredible strength, Mandrake will use his occult magical powers to confound the forces of evil under Ming's command and even Zuffy offers his help in whatever way he can.

Flash, armed with a powerful handgun, transports into Ming's fortress with the future of the world in the balance.



PLAYING INSTRUCTIONS – Flash starts the game with a number of power shields which will be worn down by contact with enemy fire and direct contact with Ming's forces. The shields are shown in the bottom left of the screen. Flash is invisible to the detector system while he is on his own. Crossing the generators while they are still active will set off the alarm and bring the full might of OCTON against him.

If Flash spends too long in a location, he will be detected by the intruder alarm system. The only way he can conserve his energy is to leave the location as quickly as possible.

Flash can jump or duck to avoid the attacks by the vicious creatures inhabiting the fortress and he must be careful of the secret weapons concealed in the wall. When Flash needs the special help of the other Defenders, he activates the "CALL HELP" key. He will need them to help open some doors, cross chasms, deactivate the intruder detection system etc. The Defender most able to help will be sent by Dynak-X. If they are hit by the enemy forces a loss of energy level will occur. The Defender will have to leave if his energy level gets too low and will be unusable until his strength is built up again. If no one is available to help then Flash will have to survive on his own.

Flash can give his weapons extra charge if he can find power packs scattered in the fortress. He may also come across extra energy and extra shields.

Ming's main throne room is the scene of the final battle where the fate of the children and of the world will finally be decided.

LOADING INSTRUCTIONS

Hit SHIFT & RUN/STOP keys together.

CONTROLS

USE JOYSTICK ONLY

P – Run/Stop. Press fire to restart

A – Abort

SPACE – Call help

H_i TEC SOFTWARE

PRESENTS

A Series of Games Based on Famous

Hanna-Barbera

Cartoon Characters

HONG KONG
PHOOEY



YOGI'S
GREAT
ESCAPE



PUFF
and
REDDY



"ATOM
ANT"



H_i TEC SOFTWARE LIMITED, 4 SERRAVALLO DRIVE, BANGKOK 10330
SOFTWARE AT 299 THAI BATHING 0142 28333 FAX 0142 38041

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